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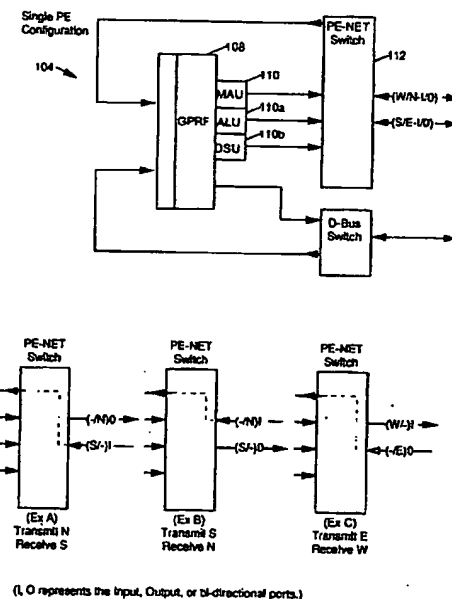
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(54) **Array processor communication architecture with broadcast instructions**

(57) A plurality of processor elements (PEs) are connected in a cluster by a common instruction bus to an instruction memory. Each PE has data buses connected to at least its four nearest PE neighbors, referred to as its North, South, East and West PE neighbors. Each PE also has a general purpose register file containing several operand registers. A common instruction is broadcast from the instruction memory over the instruction bus to each PE in the cluster. The instruction includes an opcode value that controls the arithmetic or logical operation performed by an execution unit in the PE on an operand from one of the operand registers in the register file. A switch is included in each PE to interconnect it with a first PE neighbor as the destination to which the result from the execution unit is sent. The broadcast instruction includes a destination field that controls the switch in the PE, to dynamically select the destination neighbor PE to which the result is sent. Further, the broadcast instruction includes a target field that controls the switch in the PE, to dynamically select the operand register in the register file of the PE, to which another result received from another neighbor PE in the cluster is stored. In this manner, the instruction broadcast to all the PEs in the cluster, dynamically controls the communication of operands and results between the PEs in the cluster, in a single instruction, multiple data processor array.



(I, O represents the input, output, or bi-directional ports.)

Nearest-Neighbor Communication Examples in a Single-PE Node

FIG 6A

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